MilAtari Limited Edition

This Month:
General Meeting

Sat., April 15th 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., April 23th, 7:30pm

Pepino's, 9909 W. Appleton Ave.

Next Month:
General Meeting

Sat., May 20th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

AN OPEN LETTER TO ICD
From Joseph M. Sliker

Dear ICD;

Thank you.

I mean it. I had been a little perturbed with you folks a year or so ago, shortly after buying my XF551 and SpartaDos version 3.2, when I learned that you had apparently backed off of a plan to release a new version of SpartaDos which would have supported the high speed mode of my new drive.

I feel differently now. Today, February 21, 1989, I bought SpartaDos X. In this time of waning support for my trusty Atari 8-bit computer, when it is so difficult to find anything new, much less impressive for it, you have released a product of incredible quality. It felt good to pick the package off of the shelf. To begin with, thank you for bothering to commission professional graphic design for the packaging. My gosh, SpartaDOS X LOOKS respectable! Perhaps it seems a bit like a gentleman who arrived hours too late, dressed in a tuxedo, for a party that is winding down, but dammit, he cared enough to come. Maybe we'll crank the party up again and order more stuff just to celebrate his arrival.

Thank you also for the manual. This is a VAST improvement over those included with the original disk versions. My biggest complaint with the earlier manual was the lack of an adequate directory or index. The SpartaDOS X manual is great. The front end of the book contains a complete and detailed table of contents and the back is full of well organized appendices and a useful index. I have not yet read the manual in any detail, but it is a pleasure to flip through. The chapter and page layout seems quite appealing and readable.

Although I have not yet read the manual, I popped the sturdy, professional looking "piggyback" cartridge into the back of my 130XE and powered up. Yes, I know there's some new stuff in there that I may come to appreciate and depend upon in the near future (as when I made the transition to SpartaDOS 3.2 in the first place) but the territory here appeared to be familiar enough, and I was able to start working right away. I'm writing this very letter during one of my initial uses of the cartridge.

Obviously I can't yet write any sort of review of your product. (Really, I'm mostly a user of 8-bit products, I'm not very sophisticated about the technical end of things anyway.) I refer other readers to Matthew Ratcliff's article in the March, 1989 issue of Antic and to the review of SpartaDOS X written by Keith Joins in a recent issue of the Jersey Atari Computer Society's Newsletter. I am satisfied that my money is well spent. I'll probably pass my original SpartaDos Disks on to some up and coming Atarian. I am looking forward to seeing how much further I can go with SpartDOS X.

To top all of this off, about a week after I returned your product registration card, you sent me a small, but again, very professionally produced catalog of your Atari-related products. I know this is going to sound dumb in this age in which it seems impossible to escape constant advertising and sales pitches for all manner of unneeded stuff, but in this case it was a pleasure to be marketed! It's sad to say, but there is only one store in the vicinity of Milwaukee (I said in the vicinity, it takes quite a drive to get there) that has anything resembling a display of Atari 8-bit products. Sure, I've got the backup of an excellent user group and I know how to acquire products and programs via mail order and the Public Domain, but it is still reassuring to have someone attempting to produce and sell excellent quality commercial products to us Atari 8-bitters.

Thanks again.

P.S. I bought a used P:R:Connection some time back. It is also serving me just fine. Thanks for that one too.

MilAtari Ltd.
The Milwaukee Area Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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Election Update

The following persons have been nominated for positions in the annual April election of group officers.

President	Michelle Gross
16-Bit Vice President	Thomas Bardenwerper
8-Bit Vice President	Bruce Rahlf
Secretary	Douglas Raeburn
Treasurer	Dale Phillips

Nominations will be taken from the floor prior to the election and write-in candidates are allowed.

Exercise Your Franchise!

Jim Morales

Megatouch!

Megatouch
ST Keyboard Stiffener
Regent Software, Inc.
Suggested Retail: $11.95

First things first. It's confession time. I never was one of the folks who thought that the ST's keyboard (pre-Mega) was too "mushy." I've never been crazy about how noisy it is, but the mushy thing was never a problem for me. Apparently there a lot of folks out there who think that the original 520 and 1040 keyboards are a real drag. So be it. For those who harbor that notion, your prayer's have been answered in the form of MegaTouch, the keyboard stiffener for the ST.

"Keyboard stiffener" may be a case of descriptive overkill, but after about 20 minutes, I couldn't come up with a better name either. What we're talking about here are specially designed springs that fit under each one of the ST's individual keys, 95 of them to be exact. By increasing the pressure required to depress the keys, the mushiness goes away. After a month of having Megatouch residing under my keys, I can tell you that the mushiness does indeed, go away.

Installing the Megatouch springs is a fairly easy undertaking. One just gently pries the keytops off, places a spring over the exposed post, and replaces the keytop. No biggie. However, the instructions are clear in advising you which keys not to attempt to place the springs under. Specifically; the left Shift, Return, Function keys, and the dreaded space-bar.

The Function keys(F1-F10) are a no-no because they are more than a little difficult to pry off with the ST's cover in place. With the cover in place, there's a good chance of doing some damage. If your machine is out of warranty, and you've had the cover off before, then you really shouldn't sweat it. If you've never done it before, you might as well leave well enough alone.

The other three keys however, are a different story altogether! For reasons know only unto Sunnyvale, the left Shift, Return, and Space Bar operate with some kind of hinge-bar setup that can only be described as "gnarly." (Ah, at last I've found a place to use that word!) Anyhow, the whole upshot is that unless you're feeling particularly adventurous(and you're out of warranty), don't mess with them. ST "hardware techies" feel free to ignore this sage advice.

Megatouch installation is a breeze, but here are few things to keep in mind.

1) Under no circumstances should you eat before attempting to install Megatouch. When you pull those keytops off and see the gunk, grime, and grunge that's been accumulating under your keyboard after all this time, you may well lose your lunch. If you smoke, multiply the gross-out factor by two. Plan on having some stuff around to clean the yuk off of the keys.

2) One man's meat ("person's" meat?) is another man's poison. In plain English, be prepared to spend some time adjusting to the way your "new" keyboard feels. If you follow the instructions, and place the springs with the narrow end down, you'll get some serious stiffness that your typing style will have to adjust to. It'll be awkward for a while, but it is not insurmountable.

3) Once you have Megatouch installed, and you've given it some time to break in, if you discover that the keyboard is now just too stiff, fear not. Simply pull the keytops off and reverse the springs so that the narrow end is facing up. You'll find that after you replace the keytops, the stiffness has been reduced by about half, making things a lot easier if you like things a little looser.

4) If you just can't stand either degree of firmness, the beauty of Megatouch is that you can simply remove the springs and go back to the way things were before you started. All you're out is the price of a couple of bad lunches at your local fast-food eatery.

In brief then, if you're one of the folks who just can't stand the old ST keyboard, Megatouch is an easy, inexpensive way of making life more pleasant. There's no way of telling if you're going to like the results or not. However, considering the low price of Megatouch, it's well worth the experiment, especially if mushy drives you crazy.
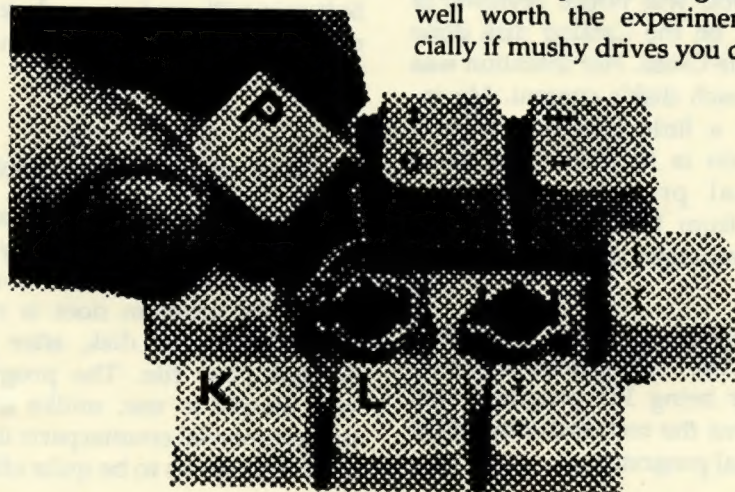
Bob Carpenter

The Best I've Found in ST Public Domain Software

(or: "How To See The Marvels of the Universe For Less Than 20 Altairian Dollars A Day")

Now no matter how long you've been a member of MilAtari Ltd., you've heard our esteemed President utter those famous three words, "Buy Club Disks!." The reason, of course, that Bruce is always saying this is because MilAtari needs our money from club disks in order to keep the club going(print the newsletter, add a hard drive to the BBS, etc.). So it's quite understandable why we're always asked to buy disks from the club's PD library.

What sometimes gets lost in the shuffle is what we, the club members, get out of our club PD disks. What exactly do we get for the whopping price of $3.50? This article is intended to answer just that question (Hint: the title should give a clue as to my conclusion).

If you updated your Catalog and Library disks last month (if you haven't done that, you really should), you will notice reviews, of each disk, on the Catalog disk done by Michelle Gross. Her intention was to grade each disk's content. My intention is a little different. What I want to do is to show you some individual programs that I've obtained from the library that I've found invaluable, at any price, for my ST.

The programs listed here have received the "Carpenter Crown" award for being PD programs that stand above the rest, including some commercial programs.

Utilities:

DCFormat V3.0
MilAtari Library Disk #188

I have found this formatter from Double Click Software to be far superior to the one that Atari supplies with the desktop. You have the option, with DCFormat, of creating an MS-DOS disk or a Magic Sac/Spectre 128 disk. Just this would be useful, but it also includes the option to create an ST disk with "Twister" (DCFormat calls it Skewed) format.

This format, for those who are unfamiliar, allows you to create a disk that has 800k of space on it instead of the regular 720k. This is invaluable to me in trying to fit as many programs on a single disk as possible. This format also reads data off the disk faster than the Atari (desktop) format. It can format up to 82 tracks (not advisable since some disk drives can't read past 80tracks).

It can copy disks as well. In short, this is a program that no one should be without. This program is shareware, so please send in your contribution if you feel the program is worthwhile. As an incentive to send in a contribution, Double Click Software will send you a desk accessory version of the program when you send in your donation.

UNDELETE
MilAtari Library Disk #084

Hopefully, you won't need this Public domain program very often, but it sure ensures "peace of mind." What this program does is retrieve data back to the disk, after you've deleted your file. The program is very simple to use, unlike some of the commercial counterparts that I've used, and seems to be quite effective.

I could have used this program when I accidently erased a 10 page paper that a friend was working on. Just a few clicks and, Voila, the program reappears. There are limitations, however. The program can't retrieve a program if you've placed another program of the same name on top of it. So this program might not save you every time, but if you're like me, this program will still be worth the room it takes up on a disk (only about 30k).

VKILLER
MilAtari Library Disk #192

Dennis, our PD librarian, talked about this Anti-virus utility extensively a few months back, so I won't say much about it. It's simply the best, and simplest, way to make sure that your disks are kept "virus-free".

DCOPY
MilAtari Library Disk #178

This program can do all sorts of copies between disks, which is nice, but not terribly useful. The invaluable thing about this program is its Arcing and De-arcing capabilities. If you rename this program with a .PRG extension, a file selector will appear when you want to enter filenames (at least in the later versions). Since this program was written in assembler, it's much faster in Arcing and De-arcing than the official Arc. Also, I find Dcopy much simpler to work with than Arc (even with an Arc shell).

TINYSTUF
MilAtari Library Disk #052

If you have lots of picture files around that are in Degas, Neochrome, MacPaint, or PC Paintbrush format, then the picture compression and conversion utility, Tinystuf, is for you. This program allows you, in an easy to use way, to convert between all the above formats and allows you to convert to Tiny format. Tiny format compresses pictures, from what I've seen, about 40% to 50%! Unlike with an Arced program, you can display a Tiny picture using

Tinyview to view the pictures. This program is shareware, so please support the author. The author is Dave Mumper, MilAtari member and C SIG leader emeritus.

UNITERM
MilAtari Library Disk #200/178

I know that a lot of people like Flash a lot, but I never could see spending $20 when I could find a terminal program that's just as good for free. I could spend a page alone talking about its features.

The thing that I like about it the best is that it's very easy to use and is very well documented. The doc file is about 60 pages long and very thorough. Most commercial programs should be this well documented. The manual has both very simple information for the first time user and very technical info as well. A must see program if you've just bought a modem and are looking for a telecommunications program.

Games

There are many nice PD games that I've seen, but to cut this article down, I'll just give you my personal favorites.

SpaceWar V3.0
MilAtari Library Disk #128

This is an arcade game with more than just "press the fire button until your thumb falls off." In the game, there are two ships that are trying to kill each other (surprise!). However, in this universe, there can be gravity.

This can be unnerving because if you get lazy and don't thrust your engines at the right time, you will fall into the sun with your own bullets as company. You have shields which can stop this unfortunate occurrence, but they don't last forever. In short, it's an arcade game that requires a little thought.

I like that.

Wheel of Fortune
MilAtari Library Disks
#103,121,152,175

(Shareware) This is a Wheel of Fortune game with the ability to make your own data files for the game. Very nicely done.

MONOPOLY
MilAtari Library Disk #094

This game was written in GFA Basic by David Addison. Both games that I've seen that are written by him are very good. It's a monopoly game. The only disadvantage is that it only allows one human player at the present time.

MILEGAME
MilAtari Library Disk #103/114

Don't let the name fool you. It's an adaptation of the card game MilleBournes. It only allows one human player, but it doesn't make that much difference in this game. The object of the game is to go a thousand miles in your "car" and the computer tries to beat you there. There are no graphics, but it's an entertaining game that I'll usually play about once a week.

Statistically Accurate Baseball (SAB)
MilAtari Library Disk #189

As a person who owns Micro-League Baseball and Hardball, I feel that I know a little about baseball strategy games. I like SAB because it uses the GEM interface well, and is a good value. It doesn't have any graphics, but what it's missing in graphics, it makes up for with strategy. What the game basically does is allow you to become the manager of a baseball team and make the decisions.

The game is shareware, so send in your donation if you like the program. The author has an incentive for you to send in your money. If you do, he will send you all the teams for the 1987 season plus 40 great teams of the past. Also a drafting program and stat compiler are

included. All this for the whopping registration fee of $14!

Considering that MicroLeague will cost you about $40 mail-order, it gives you an idea of what a deal this is. The only problem with the program that I've seen so far is that the game only supports the Designated Hitter. Since I come from National League territory, I prefer to play my games without the Designated Hitter. However, he seems good about creating updates, so I'm hopeful that he'll change this.

[A new version of SAB just showed up on GEnie, and should be in the MilAtari ST Library shortly. Ed.]

This gives you just a taste of what's in our PD library. What it comes down to is that you can really save a lot of money by buying PD disks because in a lot of cases it will save you from buying the more expensive commercial equivalent. So, remember to pack your towel and enter the world of PD software!

[A new version of Dcopy is out. Dcopy 3.12 now supports the use of the file selector in both directions in ARC & UnARC modes. It now comes with a brand new GEM "shell" which allows use of the mouse for most, if not all, commands. The new shell was written by David Gerdes of DC Format fame and is most definitely top rate.

For those not familiar with Dcopy and its performance, allow me to echo Bob's sentiments about this fine shareware utility. Because it uses available memory in the ARC/UnARC process, it is considerably faster than the standard ARC program.

The new version is more stable when UnARCing to a ramdisk, and now supports extracting a file to the screen. In other words, you can UnARC a text or READ.ME file directly to the screen without having to UnARC all the other files in the archive.

Ed.]

* * *

Jim Morales
Newsletter Notes

From: "The Handbook Of Life"
Rule 27a:
"Nothing Is Ever Too Obvious."

If, for whatever reason, your MilAtari membership lapses, it's a darn good bet that you're not going to get a newsletter in the mail the following month. For goodness sake, don't take it personally! The whole process of getting our newsletters out is as "automated" as possible. It has to be, or quite frankly, I wouldn't have the time to edit this thing.

After Doug Raeburn mails out your renewal notices, both he and I figure you're smart enough to take care of business on your end. (You were smart enough to get an Atari in the first place, right?) When end-of-the-month time comes, Doug automatically removes the non-renewals from the database. The "active" database is then ARC'ed and uploaded to me for label printing.

The only thing I do to the database is to re-sort it by zip code so we can make the Post Office happy. At that point, the labels are printed, affixed to the newsletters and off they go to Uncle Sam. Every month, I make sure that the number of labels printed matches our total membership exactly. I check it twice.

So, what it boils down to, is that if you haven't renewed by the time I get the database, no label gets printed for you, and you don't get a newsletter. There are no "judgement" calls made in that process. We don't have the time to review each case individually, so there most certainly is nothing for anyone to get worked up about.

That does not mean that if you renew a little late that you can't get whatever issues you missed. Fact is, we've usually got some extras for each run, and if you missed out on the automatic mailing, we'll be more than happy to see that you get whatever issue you missed. If we can't get the issue you missed to you at the next meeting, we're more than happy to mail it out First Class.

I mention this only because I've heard through the grapevine that some folks who renewed late were ticked-off because they didn't get a newsletter. A while back, a certain un-named jackass even claimed that one reason he didn't renew was because he didn't get a newsletter when his membership lapsed. Well, now you all know why it happens. If you take it personally, that's your problem.

Oddly enough, I had to hear about this second-hand. Considering that my phone number is in the newsletter, it's pretty clear that some folks weren't even reading the thing that they were complaining about not getting before they stopped getting it.

Speaking of "not getting..." If you don't get your newsletter, and especially if you don't get it for a couple of months running, ask somebody about it!! The majority, if not all, of your annual dues goes towards the production of your newsletter, and you darn well ought to be getting it!

The first thing you should do is check with our Secretary, Doug Raeburn, to ensure that our database has your correct address. Once Doug checks it, if he finds it's correct, he'll notify me on the BBS immediately about the problem. At that point I'll review the databases for your missing months to ensure that the labels were indeed printed. If we missed something, we'll send you the back issues you missed.

However, if your address is correct, and the labels were printed, then the problem is with your local Post Office. That's where you have to do something. That "something" is to call your local Post Office, ask for the Postmaster, and explain to him/her that you're not receiving properly addressed Third Class mail. In my experience, that one phone call will usually clear things up almost immediately.

On occasion, your local Post Office may get a little lax where Third Class Bulk mail is concerned. I guess that's just human nature. Think of it as having your mail fly "Coach" class. It doesn't get the same attention as the folks flying in the First Class cabin. However, a lack of attention is not something your local Postmaster wants to hear about from a Postal Customer. In fact, it's downright embarrassing, and in most cases they'll be very eager to correct your problem.

An important thing to remember is that the Post Office will not "forward" Third Class mail. In other words, if you move, get your new address to Doug as soon as possible. If we mail your newsletter to your old address, you won't get it. Sorry, that's the Post Office, not us.

Here again, if you miss a newsletter because of this, let us know. We'll do everything we can to get you the issues you missed. Most importantly, you must notify Doug, not anyone else, of your new address. He's the one who maintains the master database, and nothing goes out unless he's got it.

Thanks!
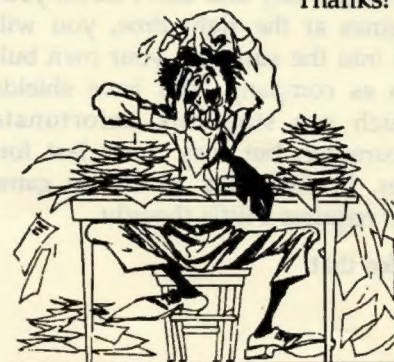
Jason Birk

Carrier Command

> **Carrier Command**
> **Distributed by Rainbird**
> **ST Arcade/Strategy Game**
> **Color only**
> **Suggested Retail: $49.95**
> **Overall Rating: Awesome**

Have you ever had the experience of buying a disk, and it wasn't all you hoped it would be? For instance, if you buy a game about piloting a ship, you then find out that your enemy has a squadron of jets. Don't you wish you could get the bets of both worlds; ships and jets? Well, now you can- if you choose to buy Carrier command, a game created by Rainbird.

It is the year 2166, the Earth's resources are running low. We're talking crisis! Due to ancient nuclear test of the twentieth century, a massive shift in the Earth's crust has occurred, allowing magma and important minerals to surface, forming lots of tiny islets. The object of the game is to colonize these small land masses and to wipe out the enemy. "What enemy?", you say. I'm getting to that, but first, there are some things that should be explained.

Unknown to the public, two specially designed aircraft carriers have been built. Made for shallow water and quick transportation, these two aqua-vehicles are equipped with Mantas and Walruses, along with surface-to-surface missiles, defense drones, and much more! One of the carriers is totally automated, the other is run by a single human "supervisor." So, what the heck are Mantas and Walruses?

Manta stands for Multi-roled Aircraft for Nautical Tactical Assault. Walrus stands for Water And Land Roving Utility Shuttle. The Mantas are aircraft which can hold a variety of missiles and bombs. (You get to arm them.) They are your best offensive weapons. Walruses, are your only hope of establishing artificial life on the islets. They carry missiles, lasers, plus fuel for other stranded walruses. In addition, they carry "virus bombs" and "ACCB's."

Virus bombs are fired at the automated command centers on enemy occupied islets. They slowly re-program the computer to work for you. ACCB's or Automated Control Center Builders are more or less, instant command centers. Deposit one on an un-occupied islet, and depending on its type, it constructs one of three types of bases; defense, mining, or factory.

"Don't you wish you could get the bets of both worlds; ships and jets? Well, now you can..."

That's just some of the stuff you've got working for you. The problem is, terrorists have taken control of the automated carrier. They demand a ransom of 15 billion dollars within 72 hours or they will systematically use the carrier to destroy the much-needed islets. Your job is to take control of the human-supervised carrier, gain control of as many islets as possible, and seek out and destroy the enemy carrier.

I strongly suggest not going for the enemy carrier first. It is difficult to track and also a waste of fuel and firepower. The resources of each carrier is limited, and you will need a developed, friendly set of islets to manufacture fuel and weapons with which to resupply you periodically. Also, the enemy carrier tends to run and hide. Then after you leave, it returns and assaults the island again. By the time you get back there, everything is usually over with.

Carrier Command is a lot more involved than I can go into here. Besides, I don't want to spoil it for you. But here's a little more advice to help you out.

In the manual, it says that when using the Manta, not to use missiles on ground targets, use the guns. I rely heavily on missiles, and if you ask me, they work better on land targets than on air targets. Land targets don't move. In this player's experience, the guns are worthless. Even though they have unlimited shots, the air targets move too fast to be hit. Also, if you are shooting at land targets, well... "short range" says it all. You must dive at your target and unleash a barrage of laser fire.

One last bit of guidance; Don't, repeat, don't use the Walruses to attack an enemy island, unless there are no airborne offensive vehicles. The Walrus couldn't hit pigeon poop falling from the sky, much less a high performance jet. The Walruses guns cannot pivot vertically.

An exciting game, but it does have one drawback, the graphics. This program has a bad case of what I call, "Shapititis-A." In other words, a lot of basic geometric shapes have been assembled to make the pictures. I'm sure every reader has seen this at one time or another. A good example is "Arctic Fox." After a while though, you get used to the graphics, and the animation is excellent.

* * *

[Carrier Command is also highly recommended by a certain Editor with whom I am well acquainted.   Ed.]

* * *

Joe Sliker

Super 3D Plotter II

SUPER 3D PLOTTER II
by Randy Constan
Elfin Magic Software
8-Bit CAD Package
Overall Rating: Very Good

"If wishes were horses, then beggars would ride..." -Mother Goose

"Hi-Yo Silver! Away!" -The Lone Ranger

Years ago, when I was a kid and first became aware of computers (in the media that is, this was well before any personal computers hit the market) I was fascinated with demonstrations of fine electronic line-drawings of three-dimensional objects being rapidly rotated into any desired position. It seemed to be such a wonderful possibility: to create an image of something that might not even exist and then be able to view it from any angle.

Most recently, in the process of attempting to design a house, I began to wish for a means of "seeing" the many different possibilities I was considering, from many different angles, to modify parts of drawings without completely redoing the drawings, and the ability to show these ideas to others without having to draw each idea by hand.

Randy Constan's program, Super 3D Plotter II brings this ability to the Atari 8-bit computer line. Historically, "S3DP" is said to be an outgrowth and refinement of a similar, but more limited program called Solid States which appeared in Analog magazine a few years ago.

S3DP is a program that one must grow into. It is NOT a simple program to which an uninitiated user can sit down, wiggle a joystick and punch a few buttons in response to prompts in order to design a carburetor cowling or a cathedral. It requires thought, planning, practice and knowledge of the magnificent array of possibilities provided by the author.

Recall your early struggles with your word processing software. Sure, you could type and print out pretty easily, but it probably took a while, and some time spent actually READING the documentation, before you could move text around, format your creation the way you wanted and check the spelling. But if you really want to get a taste of what Computer Aided Design (or CAD) is all about, or actually want to accomplish such work with your trusty 8-bit Atari, you will probably not be disappointed with this program.

I was expecting a lot less than I got when S3DP arrived in the mail. First of all, I had to write to the author's home address (for goodness sakes) to get the thing. A few weeks later it arrived with a note of apology scrawled across the back of the envelope, initialed by the author himself. As an American consumer this all seemed decidedly low-tech to me. If this guy was such a good programmer, wouldn't his secretary have typed the apology on letterhead?

Better yet, if this was a truly GREAT product, I'm sure I could have expected no such civil treatment at all. (There is something about seeing a shiny new plastic-wrapped box with professional art on the cover and an articulate sales pitch on the back, sitting on the shelf of a well-stocked software store that inspires confidence- no matter how ill founded- in a software buyer.) But I was soon to recall phrases such as: "A diamond in the rough", and "Good things come in small packages." as S3DP began to reveal itself.

Think of S3DP as being an "Object Processor". With it, one can create, modify, combine, position, rotate, magnify, reduce, animate and print out two dimensional representations of almost any three dimensional object one can can imagine. Above and beyond this, the objects need not appear only as transparent "wire-frame" models. S3DP allows "hidden surface elimination" and coloring of visible surfaces so that your creations can be viewed and printed as what appear to be solid objects.

The documentation is, as it needs to be for such an impressive program, exceedingly detailed and complete to the point of being overwhelming, at least to a casual computer user such as myself. One CAN get started and fiddle around with the program guided only by the on-screen prompts and logical inference, but you won't really be able to cook with this baby until you understand how to use a lot of the options available to you which are not readily apparent. What this program may lack in simplicity for casual users, it more than makes up for in flexibility and versatility.

I would now like to write a few "user's guide"-type paragraphs here which may help new or future users of this program "get into" S3DP a little more quickly than I was able to. As I have successfully avoided any serious academic achievement in mathematics throughout my education, I'll do my best to explain necessary concepts in layman's terms as much as possible.

First of all, try to imagine a huge Great Cube of empty space that stretches up above and down below you, to your left and right, in front of you and behind you. This is the environment or universe within which you are allowed to create objects. Now imagine the three primary axes of this Great Cube, invisible pencil-thin measuring sticks that again stretch left to right (Y), top to bottom (X) and front to back (Z). These three sticks intersect in the dead center of the Great Cube at a

point or three-dimensional coordinate called 0,0,0.

There are two primary methods of creating and editing objects. The first, which initially seems would be the easiest to master, is the Interactive Graphic Editor. You simply draw your objects on the screen with your joystick by moving the cursor to the desired "X" (height) and "Y" (width) coordinate position, punching the fire button and moving on to the next point. You may extend lines between these points if you care to do so. If you are working on an object in three dimensions, you enter the "Z" coordinate, for depth, or distance toward or away from you, through the keyboard when prompted to do so. Thus, each point you wish to place is defined by 3 points: X, Y, and Z.

The second method of object creation is via the Image Data Editor. In the Image Data Editor you are presented with numeric tables of point locations and line connections between points. While the Graphic Editor method enables one to "see" what one is drawing as one draws it, it is easier to place points precisely where one wants them in the Data Editor. Once you have developed some familiarity with the program, you will understand how to quickly move between the two editors and correct or touch up your creations.

I think that the one thing which has helped me the most in improving my proficiency and efficiency with S3DP has been the K.I.S.S. principle: Keep It Simple, Stupid! If you are working on a complex object, begin by creating small parts of your object which are defined by only by a few points and saved as separate files. Once you have completed these separate parts to your satisfaction, S3DP allows you to merge these later into a completed object. If you fail to place points perfectly the first time, you are likely to have a devil of a time wading through the columns of X,Y, and Z data in the Data Editor trying to find THE point that you are trying to move. If there is any sym-

metry in your object, many of your points may be defined by X, Y, and Z coordinates which may differ only by the presence or absence of the negative (-) symbol. Believe me, it won't be your object, but your head that will rotate at such times.

A couple of concepts that I myself had difficulty understanding when I began to use this program were viewer distance versus magnification and rotational offset. With respect to viewer distance in S3DP, you may create, or move your object to any point within the Great Cube of empty space. At the same time, the creator or viewer may change his or her position to view this Great Cube and it's contents.

"...it is, in fact, the best such program for ANY 8-bit computer."

You may wish to come in closer and stick your nose right up to the 0,0,0 coordinate; (imagine that you and your computer are sitting in the dead center of the Great Cube), or you may elect to back up along the Z axis in order to take in a broader view. The closer to or farther from the object you are, objects will appear to be larger or smaller. In fact, you can modify the viewer's position in relation to the object such that you may even go "inside" of the objects you create.

On the other hand, magnification of objects has nothing to do with viewer position. The object size is changed so that it takes up more or less of the space within the imaginary cube. The creator/viewer may stay right where he or she is and turn a molehill into a mountain or a Piper Cub into the Spruce Goose.

Rotation has to do with the movement of an object in relation to the original dead center of the Great Cube. This is where S3DP 1) can get

really confusing and 2) S3DP reveals much flexibility. The Great Cube can be rotated around any of its three axes. If you draw an object that has the dead center coordinate in side of it, and you then begin to rotate the Great Cube, the object will appear to rotate (around whichever axis or axes you choose) right in front of you. If, on the other hand, the object sits some distance away from the center of the Great Cube, when the Cube turns it will look as if an invisible man is swinging the object around and around at the end of an invisible string. Depending on your viewer position and the starting position of the object, you may be able to observe the entire orbit of the object or it may pass out of your range (as if it has gone around your back, over your head, etc).

Rotational offset has to do with moving your whole object to a different point within the stationary Great Cube, kind of like moving a piece of furniture within a room. For example, say you drew a model airplane initially at the dead center of the Great Cube. When you rotated it, it would turn in front of you so that you could see it from all angles. Thereafter, you could "push" your little airplane out of the center (along either the Z or Y dimension) and "lift" it up on the X axis. Then, if you rotated the Cube around the X axis, it would look like the plane was flying in a circle. All of these movements and modifications are initiated with simple keystrokes.

A process that is a little trickier is encountered when you want to move parts of objects in relation to each other. The only way to do this is to merge objects which have previously been drawn and placed in or moved to the proper position (say in relation to the dead center point) and saved as individual files.

Say you want to try your house design on different positions of your lot. First, the 'lot' and house must each be drawn and saved as separate files. You may then load the part that

you want to move, move it via the Rotational Offset controls to a new position within the Great Cube and re-save it. Then you may merge the two files. A feature of S3DP that makes this a little easier is the "Overlay." You may save any view of any object you like as a Micro-Painter type picture file. Such pictures can be loaded such that they behave like a transparent drawing over your TV screen: the object or object part will move in relation to the transparency, but the transparency will not move.

Say you want to move your house down the block or to a different place on your lot (sort of like re-arranging the furniture, but on a larger scale). This "draw-save-move-save-merge" process can be very handy if your object has several identical "parts" (for example, the four wheels on a car). You need draw the part only once, save it, move the part to it's next needed position, save again (under a different filename), etc., etc, and then merge all of the files when the time comes to "assemble" the whole object.

Now what good would a program like this be if you couldn't produce hard copy of your efforts? S3DP supports most dot-matrix printers. However, you may need to modify the printer initialization file of S3DP in order to have it run just right with whatever printer you might have. The author provides a utility program and documentation in order to lead you through this step (make sure you have your printer manual handy).

I use a Panasonic 1091i and had to modify line 2005 to read: DATA 27,108,0,27,51,29 in order to ensure that a square would come out as a square and not as a rectangle. The printing options provided include a simple screen dump, which will print out whatever the image on your screen is to a size that fills about 1/4 of a standard sheet of printer paper. The Super High-rez Dump is much more impressive. A

very detailed, full-page image is printed out. The only problem with this option is that this works only with "transparent" images.

If you want larger print outs of S3DP images which you create, these can be saved as standard 62-sector MicroPainter type picture files and printed out via printer dump utilities such as SIDPRINT (available in the MilAtari Public Domain library and on the MilAtari BBS). These picture files can also be loaded into paint or drawing programs such as Randy McSorley's R-Draw (also in the P/D library) in order to add text or modify them in other ways.

All in all, S3DP is the best program of its type for the 8-bit Atari computer. I have read some reviews which indicate that it is, in fact, the best such program for ANY 8-bit computer. Still, I can't help but offer my personal suggestions for improvements to S3DP.

First of all, the program comes copy-protected (that, in itself is not an objection) aboard an Atari DOS 2.0 disk and the data disks that one formats for object-file storage must be compatible single sided, single density disks. Each object created actually requires two data files: a file for point data and a separate file for line data. With the older style Atari DOSes such as DOS 2.0 and 2.5, one is limited to 64 files per disk. At two files per object, that's only 32 objects per disk. Even for fairly large or detailed objects, the *.PTS and *.LNS files only take up a few sectors. Thus, the disk directory will fill up even though the disk is only about 1/3 full!

It would be nice to see future editions of S3DP functioning under a DOS which allows either more files per directory or a subdirectory structure, such as Atari's new DOS XE or SpartaDOS. This would probably require some rewriting of the program so that the S3DP Disk Directory screen would scroll through the larger number of possible object names and/or allow the user to switch between subdirectories. The

ability to use multiple disk drives would also be nice.

Since S3DP requires only a 48l Atari, many of us have extra memory which could be put to great use with respect to this particular program if it could be utilized as a Ramdisk. When one is editing, modifying and changing relative positions of object-parts, extensive saving and re-loading is required. Being able to scoot these files in and out of a Ramdisk rather than wait for actual floppy disk loads and saves would significantly enhance S3DP.

Another nice feature would be the ability to modify file names from within the program. As noted above, an image can be saved in the form of a MicroPainter type picture file for use as a handy screen "Overlay". But as it stands, S3DP will only save such an image under the name "PICTURE." If one wishes to save different views of given objects, make sure you have a lot of formatted floppies ready, or be prepared to shut down, reboot with a DOS, rename the Picture file, shut down and reboot S3DP to get back to work.

There are many facets of S3DP that I have not mentioned and a few which I have not yet attempted to use. (For example, in addition to dot-matrix printers, the program also comes with a program which supports the Atari 1020 plotter.)

Even if S3DP never emerges in new incarnations with the improvements suggested above, it remains the single most impressive program of it's type for the 8-bit Atari. I highly recommend the program to anyone wishing to try their hand at Computer Aided Design.

* * *

Joe Sliker

SpartaDos X - An Overview

March 24, 1989

Fellow 8-Bitters;

Don't count this as a review of SpartaDOS X, but simply a few comments on a few of the features that I've recently learned about. Now that I've had a chance to play around with SpartaDOS X a little more, I like it even better. Having DOS on a cartridge is great. It's simply fantastic to have my system up and ready to start working four seconds after power-up.

It's probably true that I never completely understood all of the features of the earlier disk version, but it appears that SpartaDOS X is a much more flexible and efficient system to use. Supposedly SpartaDOS X also more closely resembles the MS-DOS environment than did earlier versions of SpartaDOS.

Disks that I formatted with the earlier version are still compatible, which is really nice. Previous Sparta-DOS 3.2 users will find that they may keep their old "STARTUP.BAT" files on the disks in the event that they may wish to boot without the X cartridge installed. However, these will be ignored because SpartaDOS X looks for two files at boot: namely "CONFIG.SYS" and "AUTO-EXEC.BAT" to do the same sorts of chores (albeit much more flexibly).

One initially pesky difference between new and old is the addition of the "X.COM" command. Formerly, one had only to turn "BASIC OFF" prior to running certain programs and then enter the program name at the command line. Now, one needn't bother with that first step, but you must remember to type an "X" first, and a blank space before the filename. I've gotten the hang of this one pretty quickly though.

When you do a lot of telecommunications work like I do, you run into the need for programs which will "ARChive" and extract from archived files. This helps save storage space on the host system and transmission/connect time for the user. SpartaDOS X has such a utility built right into the cartridge, so it's always at your fingertips. No more searching through your disks to find your un-arcing program so that you can read the current issue of Z-mag.

> ## "It is the most flexible and powerful DOS I have ever used and it has been quite easy to learn."

This utility is so handy and works so quickly that I simply leave many large or infrequently used files in their .ARCed format and extract them into a ramdisk only at the time I need them. This saves a lot of disk storage space, but at the same time allows you to keep certain files handy.

Another nice feature is the FIND command. When you use a Double Sided, Double Density drive like the XF551, you often get into using a subdirectory file storage structure. Despite it's advantages, you sometimes get "lost" or forget where a needed file is. If you can remember even a fragment of the name of such a prodigal file, FIND will search all active drives and ramdisks, and it'll tell you the route to use to get to it.

SpartaDOS X already seems to be a pretty dynamic product. I just purchased version 4.19 and already there is a version 4.20 available (don't worry, you needn't shell out for an upgrade chip right away; the changes/improvements are being released for owners via services such as CompuServe, GEnie and ICD's own BBS).

For example, AtariWriter Plus initially would not run under Sparta-DOS X, but a revised version of the "X" command described above has been released as "XX.COM."

I've barely scratched the surface of SpartaDOS X and I am certainly not the person to attempt a full-scale technical review of it. But as a regular user of the Atari 8-bit computer line, I am pleased. It is the most flexible and powerful DOS I have ever used and it has been quite easy to learn.

Although it cost more than any other cartridge or disk based software I've ever purchased for my computer, it was certainly worth the price.

* * *

Publications Library Reminder

Just a quick note to remind you that a host of informative books, magazines, and newsletters reside in the archives of the MilAtari Publications Library. There is no charge for checking out these materials, and you are encouraged to browse to your heart's content.

The good folks at Greenfield Park Lutheran Church are now storing the entire Publications library at the meeting site, making access to all members a good deal faster and easier. Not to mention making things much easier on Bruce Rahlf's poor aching lumbago! Check it out! (Pun intended.)

* * *

Dennis Wilson

ST PD Update

MilAtari Ltd. St Public Domain Library Disks are available to members at a price of $3.50 per disk, and to non-members at $5 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced.

These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge room on the club BBS. Other arrangements only by prior contact with the ST PD Librarian. We do not mail order disks at this time. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 201 - BOOT DISK COMPANION V

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the Mil-Atari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however, with all programs designed for an AUTO folder located in such a folder on this disk.

ACC_ACE: Accessory Ace - Allows you to select the accessories you wish to load. Supports up to 500 accessories. Works on Color or monochrome monitors.

AUTOSORT: Allows you to rearrange the order in which the programs in your AUTO folder load. List them in the order you want, and resave them so that they will load in the order desired the next time you boot your system.

AW_PRINT: Prints up to 20 ASCII files in the sequence selected. You can set the number of characters and lines per inch, the left margin, the number of lines to be skipped at the end of the page, and various other parameters can be set before printing the files. Accessory and program versions are included, and the program version may be placed in your AUTO folder or run from the desktop. Included are .DAT files configured for the Panasonic KXP1091i in Epson mode and the Epson LQ printers, but the documentation file tells you how to customize a .DAT file with the appropriate codes for other printers.

COPYFIX: Put this little gem in your auto folder and whenever you copy files, the original time-date stamp information is retained.

DCCLK33: DC Clock V 3.3 - A program which places a small clock in the upper right-hand corner of the screen. If you do not have a clock card, the program can be configured to prompt you to input the correct time and date. The program runs in any resolution and survives resolution changes. Accessory and program versions are included. The program version may be placed in your AUTO folder or run from the desktop.

MYSTIC: Mystic Formatter by Double Click Software. An accessory which lets you format disks single or double-sided, 80 or 82 tracks, 9 or 10 sectors to the track. Formatting can be done in the background while you perform other tasks with your computer.

NARRWTXT: This program is designed to make it easier to read long text files, such as BBS magazines and long program documentation files, by converting screen-wide text to narrow columns like a newspaper. Has the ability to dump the newly formatted text to the printer.

PROTECT: The Protector - An accessory which lets you prevent writing to a floppy drive or a hard drive partitions. The screen will then flash when a program attempts to write to that drive or partition, an aide in detecting the presence of a virus in memory.

QUICKST: QuickSt V 0.8 - A text output accelerator that allows any ST without a blitter to print text to the screen as quickly as if it had a blitter chip. Accessory and program versions are included. The program version can be placed in your AUTO folder or run from the desktop. When using the accessory version, a dialog box can be brought up to enable/disable the program, a nice feature if it conflicts with some program you wish to run.

SCRDMP24: 24-Pin Printer Screen Dump Utility V 2.0 - A replacement for the screen dump function built into GEM which allows you to take advantage of the higher resolutions offered by these printers. The program includes the ability to choose various sizes for the output, and whether to print in "portrait" or "landscape" (sideways) mode. The output can also be sent directly to a disk file, so that multiple copies of the same dump can be made easily.

SPEEDTOS: An accessory which speeds up writing to a disk by turning off write verify.

2COLUMNS: Two Column Printer Version 2 - Prints ASCII text files in two "magazine style" columns. Has options to dump the reformatted text to a disk file or to print out the text on 1 or 2 sides of continuous form paper. 1stWord files can also be printed, but they will be converted to ASCII files first. Printer drivers are included for 5 printers, including the Panasonic KXP series. Instructions are included for modifying one of the printer files to suit your printer, if necessary.

DISK 202 - UTILITY DISK

ARCS197C: ARC SHELL V 1.97C - A Program which adds a GEM interface to the popular ARC.TTP archiving program, letting you point and click to select various options instead of typing a command line. In addition to ARCing and deARCing, this version also lets you copy files, delete and rename files, create and delete folders, show the free space on a drive, and even run an archived program, all without exiting to the desktop. This version of the shell uses the new ARC 5.21 TTP file, which is included on the disk.

DEARC11: Dearc Ver 1.1 - Put this program on a disk with ARCX.TTP (included on the disk) and some arced files. When the program is executed, it dearcs the arc files, placing all the files in the archive files in folders. This version includes the option to retain the Arc file, rather than having it deleted automatically.

ELECTPAD: Electronic Drawing Pad V 1.0b - A simple drawing program meant for kids. It allows drawing in 3 pencil sizes and "spray painting." Drawings can be saved to disk.

FINPAK: Select from a menu of 20 financial calculations, such as future value of investments, annual depreciation rate, and mortgage amortization.

MONOTEST: This program will generate various patterns for the monochrome monitor, including a perfect circle and square. This is to be used for alignment of the mono monitor by checking if the known images are as they appear. No doc file is included, but it is simple to use.

MSICTUTR: This program will teach you how to read music and test you too. It is a basic intro into reading notes.

REFLEX: A program for testing your reflexes. See how you measure up!

DISK 203 - GAME DISK

BJ: Blackjack - Text-only version of the popular casino game.

CLEWSO: Inspector Clew-so ST - An interactive text adventure converted from Atari 8-bit Basic. Discover which house quest is the killer.

CLOWNS: Monkey and Balloons - Originally Clowns and Balloons on the 8-bit. Keep the trampoline under the bouncing clown. With each bounce, he'll prick more of the balloons passing overhead with his pointed cap and get you more points.

MYSTERY: The interactive text game that generates murder mystery logic problems for you to solve. The game can generate 32001 different mysteries. You can select from 5 different levels of difficulty for each mystery, so this one should keep you busy for awhile. The program allows you to generate hard copy of your game.

TRUCKER: An interactive game where you are an 18-wheeler truck driver. The object is to make the most money you can at the end of your run. Select the type of cargo, how much of it you wish to carry, the route to travel, and other decisions, and see if you can cut it in this demanding profession.

DISK 204 - GAME DISK

FUNJACK1: Funjack V 1.0 - Colorful Blackjack game using the mouse.

WIDOW_M: Widow Maker - Drive your car to the top of the hill while avoiding obstacles. The screen is a Degas format picture, so you can make your own screens by modifying it with a drawing program such as Degas Elite.

WOMBATS2: Wombats II Episode 2: Return of the Wombat, and Lord Cumquat's Revenge Rev 2.3.3c - Sequel to an early Atari 8-bit interactive text adventure.

WORMWAR: Colorful PD version of the game Centipede.

ZXYM: Arcade game similar to "Gold Runner".

DISK 205 - EDUCATIONAL DISK

CHILDPLA: Child's Play - A drawing program for the little ones in your family. Move the mouse and a line of rainbow colors is drawn. Pushing keys makes objects like stars, circles, and triangles appear on the screen.

GUESSIT2: A word game where you select the letters and/or numbers that are hidden in the words displayed on the screen. The default library provided is made up of titles of TV shows.

KIDSTORY: KidStory, A Silly Version of Little Red Riding Hood Ver 1.4 - Another fine addition to the "KIDPRGS". The program makes up a silly version of the Little Red Riding Hood story by using pictures the child selects from a series of picture menus.

RACECARD: Race Cards - An educational game where you make a car move along a track by answering correctly addition problems.

SUPPLEMENTARY LIBRARY ADDITIONS:
DISK SAV 001 - AVS DEMO DISK
(DSE ONLY - 1 MEG REQUIRED)

A disk of 3 AVS demos. These are animated demos with sound. This disk features the California Raisins singing "I Heard It Through The Grapevine". Also included is Bugs Bunny saying "What's up doc?", and a spaceship firing it's lasers.

DISK SAV 002 - AVS DEMO DISK
(DSE ONLY - 1 MEG REQUIRED)

An AVS demo of a cartoon band, "The Skuzz", playing the theme from "Miami Vice." Very well done and quite long-playing for an AVS demo. Of course, it takes up more than a DS disk!

* * *

During the April meeting, I will be conducting a class on ARCing and deARCing programs, including use of the ARCing programs being added on Disk 202. Members who are taking advantage of the ST Informer offer and who are not experienced with deARCing files are particularly urged to make a special effort to attend. Note that all programs on the monthly ST Informer disks are ARCed, and that these disks will be duplicated and distributed on an as is basis when they are received by the club. See You There!

Bob Marsolek

April 8-Bit PD Update

MilAtari Ltd. 8-Bit Public Domain Library Disks are for sale to our members for $2.50 per disk and $ 3.50 for non-members. These charges cover the cost of the media and handling. Proceeds from the disk sales go toward the cost of the clubs activities.

MilAtari Ltd. supports the shareware concept, and urges our members to send contributions to the authors of those 8-Bit programs designed as "shareware" which they find useful. Only by our support can we expect these authors to keep on improving their programs and also writing additional ones.

DISK 216

PLANETV2.PRG	Deserted planet version II. A text adventure game.
ASSASIN2.PRG	Assasin Version II. A text adventure game.
MOONV2.PRG	This is an updated version of Mission Moon.
PIRATES.OBJ	Pirates Cove. An arcade type game for two players.
LIVEWIRE.COM	Arcade game. Uses paddles.
RETROFIR.COM	Retrofire. Land your ship before you run out of fuel.
ROUNDUP.COM	Arcade game, round up all the cows.
CRISIS.BAS	Run a crisis center in one of three major cities.

DISK 217

NORAD.BAS	Hack your way into the North American Defense computer system. [This is a simulation only, and does not contain anything that might compromise national security. Ed.]
FAIRWAY.BAS	Raining outside? Want to play some golf? You can with Fairway.
RTOWRNCH.BAS	Move your men through a Pac-Man like maze but watch out!
EMPIRE.BIN	The Empire Strikes Back. But you can get your revenge.
CRASH.BIN	Crash Dive. An underwater adventure.

DISK 218

MYDOS	All the files you need to build a working copy of MyDos version 4.57 disk operating system.

DISK 219

VTOC.FIX	Use this handy file to repair your variable table of contents.
SIDPRINT.OBJ	Print most kinds of PIC files sideways.
SUPRBOOT.OBJ	Super Bootdisk, create auto boot disks.
XF32D.BAS	Put your XF551 disk drive into high speed mode. For use with Sparta Dos.
XF32D.DOC	Documentation for XF32D.BAS.
DISKSCAN.BAS	This is a powerful sector editor.
CPYMAT44.OBJ	Version 4 of Copy-Mat. Sector copier.
VIDEOSCR.BAS	Video screen maker. Create unusual title screens for use in video or basic programs. Requires XL or XE computer.

Please let me apologise for February's update being a month late, and no update for March. I was a little confused as to the print deadline for the newsletter. For those of you who were not at the March meeting, I do have the March disks in the Library Catalog.
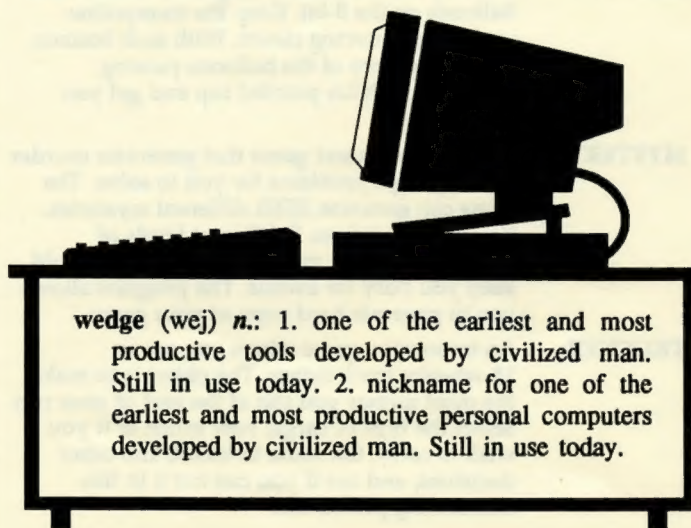
Help Wanted

In order to bring you the quality software that this library has had in the past, im going to need some help. I'm looking for volunteers for a download crew. Anyone with a modem, 1200 baud or better, with a little extra time on their hands, and willing to help out their library, please contact me at home, or at the April meeting.

Thanks to you, March disk sales were up a little from February, but it could be better. 8-Bitters, I urge you to attend the monthly meetings. I find it hard to believe that the same people I see every month are the only 8-bit users left in the city. How about it???

See you all at the April meeting!

* * *

wedge (wej) *n*.: 1. one of the earliest and most productive tools developed by civilized man. Still in use today. 2. nickname for one of the earliest and most productive personal computers developed by civilized man. Still in use today.

Newsletter Submissions

Member-written articles for this newsletter are encouraged, and are always given first priority. Feel free to explore any Atari computer related topics that you feel might be of interest to the general membership.

ST owners may submit articles on disk or may upload them to the Newsletter room of the MilAtari BBS. WordWriter ST, First Word, First Word Plus, and Word Perfect formats may be submitted directly as they are saved to disk from within the respective programs. Other word processor files should be saved as ASCII.

8-Bit owners should save their articles as ASCII files. If your word processor does not have a 'Save As ASCII' option, the 'Print To Disk' function will usually do the trick.

8-Bit articles must be uploaded to the BBS. If you do not have a modem, please contact one of the Board Members, and they can direct you to an 8-Bit member who will be happy to upload the file for you.

One last thing, your Editor can't type worth a darn, so **no hard copy of articles can be accepted for submission.** Thanks!   [Ed.]

* * *

8-Bit SIG

No specific topics had been settled on as of press time. Please bring all your questions and any programs you may be having trouble with.

We have lots of experienced 8-bit members that can hopefully help you out. We'd like to see more of our 8-bit members attending the SIG. There's always someone that knows a little bit more than the next guy. See you at the SIG!

* * *

Current Notes Subscriptions

We are now a CN Registered Club. What this means is that all members of MilAtari Ltd. are now able to subscribe to Current Notes on an ongoing basis at a reduced rate.

The standard subscription rate is $24/year or $42/2 years. Now that we are a Registered Club the subscription rate will be $20/year or $38/2 years.

If you are interested in subscribing to this fine magazine please see Bruce Rahlf, Publications Librarian at the monthly meetings or leave E-mail on the BBS.

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ST SIGs for March

#1: ARC & UnARCing
File Compression & Storage
Conducted by Dennis Wilson

#2: ST Beginners SIG
Questions and answers for newcomers to the ST.
Conducted by Tom Bardenwerper

#3: "C" Language Programming
Featuring: Mark Williams C
Conducted by Jeffrey Davis

Special Interest Groups, or SIGs, are classes that are held in separate rooms after the main club meeting. SIGs are conducted by members and feature a popular topic of interest.

This is a place where members can learn more about the covered topic in a semi-formal classroom setting. Questions can be answered, and programs are usually demonstrated. These SIGs are free, and all members are welcome and encouraged to attend.

If there is a topic you would like covered, please let the Executive Board know, as we are always working to improve our club and help our members in every way we can.

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